## AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.      (Original)  A method, comprising:

receiving one or more information attributes to be applied to an object;

determining if the one or more information attributes are in contention with one or

more geometry attributes of the object; and

when the one or more information attributes are in contention with the one or more geometry

attributes, modifying the one or more geometry attributes to reduce the contention with the

one or more information attributes.

2.      (Original)  The method of claim 1, wherein the contention between the geometry

attributes and the information attributes is reduced without modifying the information

attributes.

3.      (Original)  The method of claim 1, wherein the modified one or more geometry

attributes are proportional with the one or more information attributes.

4.      (Original)  The method of claim 1, wherein the geometry attributes are derived from

the object.

5.      (Original)  The method of claim 1, wherein the geometry attributes are derived from

an input image of the object.

6.      (Original)  The method of claim 1, further comprising:

combining the modified geometry attributes and the information attributes to form a texture

map.

7.      (Original)  A computer readable medium having stored thereon sequences of

instructions which are executable by a system, and which, when executed by the system,

cause the system to perform a method, comprising:

receiving one or more information attributes to be applied to an object;

determining if the one or more information attributes are in contention with one or more

geometry attributes of the object; and

when the one or more information attributes are in contention with the one or more geometry

attributes, modifying the one or more geometry attributes to reduce the contention with the

one or more information attributes.

8.      (Original)  The computer readable medium of claim 7, wherein the contention

between the geometry attributes and the-information attributes is reduced without modifying

the information attributes.

9.      (Original) The computer readable medium of claim 7, wherein the modified one or

more geometry attributes are proportional with the one or more information attributes.

10.     (Original) The computer readable medium of claim 7, wherein the geometry

attributes are derived from the object.

11.     (Original) The computer readable medium of claim 7, wherein the geometry

attributes are derived from an input image of the object.

12.     (Original) The computer readable medium of claim 7, further comprising:

combining the modified geometry attributes and the information attributes to form a texture

map.

13.     (Original) A system, comprising:

a processor;

a memory coupled to the processor;

a storage device coupled to the memory and the processor, the storage device comprising:

a geometry modifying code to modify one or more geometry attributes of an object to create

new geometry attributes that reduce contention with one or more information attributes of the

object; and

a texture map generating code to combine the new geometry attributes with the one or more

information attributes to create a texture map to be applied to the object.

14.     (Original)  The system of claim 13, wherein the storage device further comprising: an

information attribute receiving code to receive the information attributes to create the texture
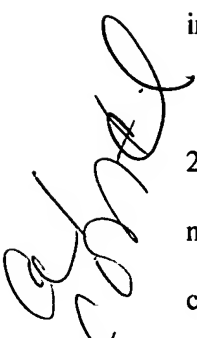
map.

15.     (Original)  The system of claim 13, wherein the geometry modifying code modifies

the one or more geometry attributes of the object to preserve informative content of the

information attributes.

16.     (Original)  A graphics pipeline apparatus, comprising:

a geometry modifier operable to modify one or more geometry attributes of an object to

create new geometry attributes that reduce contention with one or more information attributes

of the object; and

a texture map generator operable to combine the new geometry attributes with the one or

more information attributes to create a texture map for the object.

17.     (Original)  The apparatus of claim 16, further comprising:

an information attribute receiver operable to receive the one or more information attributes

to create the texture map.

18.     (Original) The apparatus of claim 17, wherein the information attribute receiver

includes an attribute separator to separate the information attributes from background

attributes.


19.     (Original) The apparatus of claim 16, wherein the geometry modifier modifies the

one or more geometry attributes of the object to preserve informative content of the

information attributes.


20.     (Original) An apparatus comprising:

means for modifying at least one geometry attribute of an object to preserve informative

content of one or more information attributes; and

means for forming a texture map using the modified geometry attribute and the one or more

information attributes.


21.     (Original) The apparatus of claim 20, further comprising means for receiving the one

or more information attributes.


22.     (Original) The apparatus of claim 20, wherein the informative content of the one or

more information attributes is preserved by reducing contention between the geometry

attribute and the one or more information attributes.